



## Unity3d Hotkeys

The following chart outlines the hotkeys available to Unity3d

### Tools

Pan	Q
Move	W
Rotate	E
Scale	R
Pivot Mode Toggle	Z
Pivot Rotation Toggle	X

### Play Mode Controls

Play Toggle	Ctrl + P
Pause	Ctrl + Shift + P
Step	Ctrl + Alt + P

### Selection Sets

Load Selection Set	Ctrl + Shift + #
Save Selection Set	Ctrl + Alt + #

### Windows (Tabs)

Next Window	Ctrl + Tab
Previous Window	Ctrl + Shift + Tab
Scene	Ctrl + 1
Game	Ctrl + 2
Inspector	Ctrl + 3
Hierarchy	Ctrl + 4
Project	Ctrl + 5
Animation	Ctrl + 6
Profiler	Ctrl + 7
Asset Server	Ctrl + 0
Console	Ctrl + Shift + C

### Object Placement

Move to View	Ctrl + Alt + F
Align with View	Ctrl + Shift + F

### File Options

New Scene	Ctrl + N
Open Scene	Ctrl + O
Save Scene	Ctrl + S
Save Scene as...	Ctrl + Shift + S
Build Settings...	Ctrl + Shift + B
Build & Run	Ctrl + B

### Animation Tool

Next Frame	Period
Next Keyframe	Alt + Period
Previous Frame	Comma
Previous Keyframe	Alt + Comma
Record Keyframe	K

### Create Assets

Create Empty Game Object	Ctrl + Shift + N
--------------------------	------------------

### Snap Controls

Snap	Ctrl + LMB (move/rotate/scale)
Vertex Snap	V (move/rotate/scale)

### Edit Tools

Undo	Ctrl + Z
Redo	Ctrl + Y
Cut	Ctrl + X
Copy	Ctrl + C
Paste	Ctrl + V
Frame Selected	F
Find	Ctrl + F
Select All	Ctrl + A
Refresh (Scene)	Ctrl + R

## ADDITIONAL INFORMATION

Scripting Reference Menu Item Setup

<http://unity3d.com/support/documentation/ScriptReference/MenuItem.html>

How to add your own custom hotkey to the unity3d Editor

Note: This is an editor class. To use it you have to place your script in `Assets/Editor` inside your project folder.

### Scripting Hotkey special characters:

Character	Example
%	Ctrl
#	Shift
&	Alt
_	No Key Modifiers

Character	Example
#&g	shift-alt-g
_g	g

Note: A hotkey text must be preceded with a space character ("GameObject/Do \_g"))

```
// Add menu named "Do Something" to the main menu and give it // a
shortcut (ctrl-o on Windows, cmd-o on OS X).
@MenuItem ("GameObject/Do Something %o")
static function
DoSomething () {
    Debug.Log ("Perform operation");
}
```

## Unity3d Hotkeys

Note: This is an editor class. To use it you have to place your script in `Assets/Editor` inside your project folder. Editor classes are in the `UnityEditor` namespace so for C# scripts you need to add "using UnityEditor;" at the beginning of the script.

